

Jordan Del Rosario

jordan.delrosario@mail.utoronto.ca | [linkedin.com/in/jordan-del-rosario](https://www.linkedin.com/in/jordan-del-rosario) | j-delrosario.github.io

TECHNOLOGIES

- **Web Technologies**
 - Javascript
 - HTML, CSS, Bootstrap
 - Node.js, Express.js
 - React
 - Swagger
 - MongoDB, PostgreSQL
 - Selenium
- **C/C++**
 - OpenGL
- **Python**
 - Flask
- **Java**
 - Android
- **Julia**
- **SQL**

SKILLS

- **Git**
- **Linux**
- **LaTeX**
- **Agile Development**
- **Continuous Integration**

EDUCATION

UNIVERSITY OF TORONTO

B.Sc IN COMPUTER SCIENCE

Computer Science Specialist

Expected graduation: Spring 2021

GPA: 3.32

Language Experience

Basic Router | C

Routes IP packets between Internet and application servers, handles ICMP and ARP requests/replies.

Web Scraper | Python

Scrapes Amazon to notify me when certain laptops and PC parts go on sale.

Soccer Passing Analysis | Julia

Modelling of pass probabilities on the pitch as a probability surface using convolutional neural networks.

Booking Service | Java, SQL, and PostgreSQL

Mock airline ticket booking service.
Mock scuba diving booking service.

SUMMARY OF QUALIFICATIONS

- **7+ years** of programming experience using object-oriented programming, data structures, and algorithms.
- Strong team player, demonstrated through collaboration with team members and the Mosaic Institute.
- Sense of initiative and eagerness to learn as shown through personal projects and taking lead when working with Cancer Care Ontario.
- Familiar with CI/CD in an **Agile** development environment.

PROJECTS

2D GAME ENGINE | PERSONAL PROJECT

Written for Windows in C++ using OpenGL | 2020-2021

- Developing a basic 2D game engine to learn graphics programming with **C++** and **OpenGL**.
- Currently supports batch rendering, orthographic & perspective cameras, custom shaders, basic event input.
- Future plans: incorporating SDL2 for audio rendering, adding better animation and performance testing utilities.
- Created example games: Flappy Bird, Pong, and Snake.

18Q QUESTIONNAIRE | MOSAIC INSTITUTE

Mobile-Friendly Web-App | 2019

- Built with a team of 6 developers using **Agile** development.
- Accessory app to the Mosaic Institute's 18Q program, a guided group event to help break down prejudices and stereotypes between people in group environments through a supervisor-led interpersonal questionnaire.
- Front end development using **React** and **Bootstrap**.
- Back end framework based on **Swagger**, **Flask**, and **MongoDB** for user/supervisor registration and access.
- Deployed on **Heroku** using **Docker**.

REPORTING SYSTEM | CANCER CARE ONTARIO

Prototype Web-App for Reporting Medical Data | 2021

- Built with a team of 6 developers using **Agile** development.
- Developed a system to allow for more efficient and timely reporting of pandemic status data.
- Use cases are: clinicians reporting patient's medical status, lab technicians reporting on a procedure or test, physician receiving test/examination results, public health officers updating standards or performing data analysis.
- Front end development using **React** and **Material UI**.
- Back end framework based on **Node**, **Express**, and **MongoDB**.
- Configured the Database and Server and developed the API.
- Continuous Integration using **Travis CI**.

ANDROID GAME CENTER | GROUP PROJECT

Mobile Game Hub for Android | 2018

- Built with a team of 3 developers.
- Includes user registration, authentication, global leaderboards, and auto-save functionality.
- Developed using **Java** in Android Studio.
- Back end uses **Firestore**.
- Created example games: 2048, Sliding Tiles, Matching Tiles.